

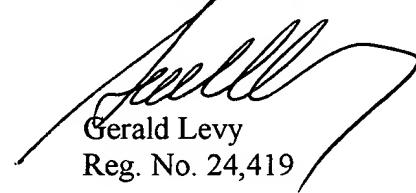
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cncld.

13. A toy building set according to claim 1, characterized by comprising toy building elements with coupling means for mutual coupling.

Remarks

The present amendment is submitted upon filing the present application to conform the claims to U.S. practice and to determine the filing fee. Marked up versions of the amended claims are included in an Appendix attached hereto. An early action on the merits is now respectfully requested.

Respectfully submitted,



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Reg. No. 24,419

## APPENDIX

2. A microprocessor controlled toy building element according to claim 1 [or 2], characterized in that a type of icons (207, 208) is configured to illustrate modifications of patterns of movement.

3. A microprocessor controlled toy building element according to claim 1 [or 2], characterized in that the toy comprises means for generating a first set of instructions comprising parameters upon activation of a first type of icons (204, 205, 206), which instructions and/or parameters may be modified by activation of a second type of icons (207, 208).

4. A microprocessor controlled toy building element according to [any one of claims 1-3] claim 1, characterized in that the microprocessor (102, 507) is adapted to receive signals from electrical and/or electronic units.

6. A microprocessor controlled toy building element according to [any one of claims 1-5] claim 1, characterized in that instructions corresponding to one icon implement one rule by controlling the maneuvering means in response to signals from electrical and/or electronic units.

7. A microprocessor controlled toy building element according to [any one of claims 1-6] claim 1, characterized in that the microprocessor executes rules (R1-R6) in the form of instructions which control units,  
said rules being conditioned by a plurality of signals,  
said prioritized order indicating which one of several rules is to be allowed to control a

unit,

said order being arranged according to the signals by which they are conditioned.

8. A microprocessor controlled toy building element according to [any one of claims 1-7] claim 1, characterized in that the toy comprises keys (113, 114, 115) integrated in the toy, said keys being capable of activating the icons.

9. A microprocessor controlled toy building element according to [any one of claims 1-8] claim 1, characterized in that the toy comprises communications means (505, 504) for receiving commands which can be converted into a program that can be executed by the microprocessor.

10. A microprocessor controlled toy building element according to [any one of claims 1-9] claim 1, characterized in that the toy comprises communications means for transmission (505, 504) of commands.

11. A microprocessor controlled toy building element according to [any one of claims 1-10] claim 1, characterized in that the toy comprises communications means (54) for transferring information via a light guide (503).

12. A microprocessor controlled toy building element according to [any one of claims 1-11] claim 1, characterized in that the toy comprises an elongated light guide (503), through which visible light may be transmitted in its longitudinal direction, said light guide being adapted to allow part of the light transmitted to escape through its sides.

13. A toy building set according to [any one of claims 1-12] claim 1, characterized by comprising toy building elements with coupling means for mutual coupling.

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**AMENDED PATENT CLAIMS:**

*S6B1*) 1. A microprocessor controlled toy building element (101, 501) comprising

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a microprocessor (102, 507) which can execute instructions in the form of a program stored in a memory (117, 509);

10 a display (104, 508) integrated in the toy building element (101, 501) and adapted to display icons representing instructions to the microprocessor (102; 507);

coupling means for coupling with building elements that  
can be moved by manoeuvring means, said manoeuvring means  
being controllable in response to the instructions.

characterized in that

20 the display (104, 508) comprises a plurality of icons (204, 205, 206, 207, 208) that are configured to illustrate patterns of movement, and which icons can be activated by a user for programming the microprocessor, and by

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signalling with icons from the plurality of icons, said icons that are signalled with representing a pattern of movement followed by the toy building element.

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2. A microprocessor controlled toy building element according to claim 1 or 2, characterized in

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that a type of icons (207, 208) is configured to illustrate modifications of patterns of movement.

3. A microprocessor controlled toy building element according to claim 1 or 2, characterized in that the toy comprises means for generating a first set of instructions comprising parameters upon activation of a first type of icons (204, 205, 206), which instructions and/or parameters may be modified by activation of a second type of icons (207, 208).

4. A microprocessor controlled toy building element according to any one of claims 1-3, characterized in that the microprocessor (102, 507) is adapted to receive signals from electrical and/or electronic units.

5. A microprocessor controlled toy building element according to claim 4, characterized in that a first group of rules is conditioned by a first group of signals, and that a second group of rules (R1-R6) is conditioned by a second group of signals.

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6. A microprocessor controlled toy building element according to any one of claims 1-5, characterized in that instructions corresponding to one icon implement one rule by controlling the manoeuvring means in response to signals from electrical and/or electronic units.

7. A microprocessor controlled toy building element according to any one of claims 1-6, characterized in that the microprocessor executes rules (R1-R6) in the form of instructions which control units,

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5        said rules being conditioned by a plurality of signals,  
          said rules being arranged in an at least partly priori-  
          tized order,

10      said prioritized order indicating which one of several  
          rules is to be allowed to control a unit,

15      said order being arranged according to the signals by  
          which they are conditioned.

20      8. A microprocessor controlled toy building element ac-  
          cording to any one of claims 1-7, character-  
          ized in that the toy comprises keys (113, 114, 115)  
          integrated in the toy, said keys being capable of acti-  
          vating the icons.

25      9. A microprocessor controlled toy building element ac-  
          cording to any one of claims 1-8, character-  
          ized in that the toy comprises communications means  
          (505, 504) for receiving commands which can be converted  
          into a program that can be executed by the microproces-  
          sor.

30      10. A microprocessor controlled toy building element ac-  
          cording to any one of claims 1-9, character-  
          ized in that the toy comprises communications means  
          for transmission (505, 504) of commands.

11. A microprocessor controlled toy building element ac-  
          cording to any one of claims 1-10, character-

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z e d in that the toy comprises communications means (54) for transferring information via a light guide (503).

5 12. A microprocessor controlled toy building element according to any one of claims 1-11, characterized in that the toy comprises an elongated light guide (503), through which visible light may be transmitted in its longitudinal direction, said light guide being adapted to allow part of the light transmitted to escape through its sides.

10 13. A toy building set according to any one of claims 1-12, characterized by comprising toy building elements with coupling means for mutual coupling.

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